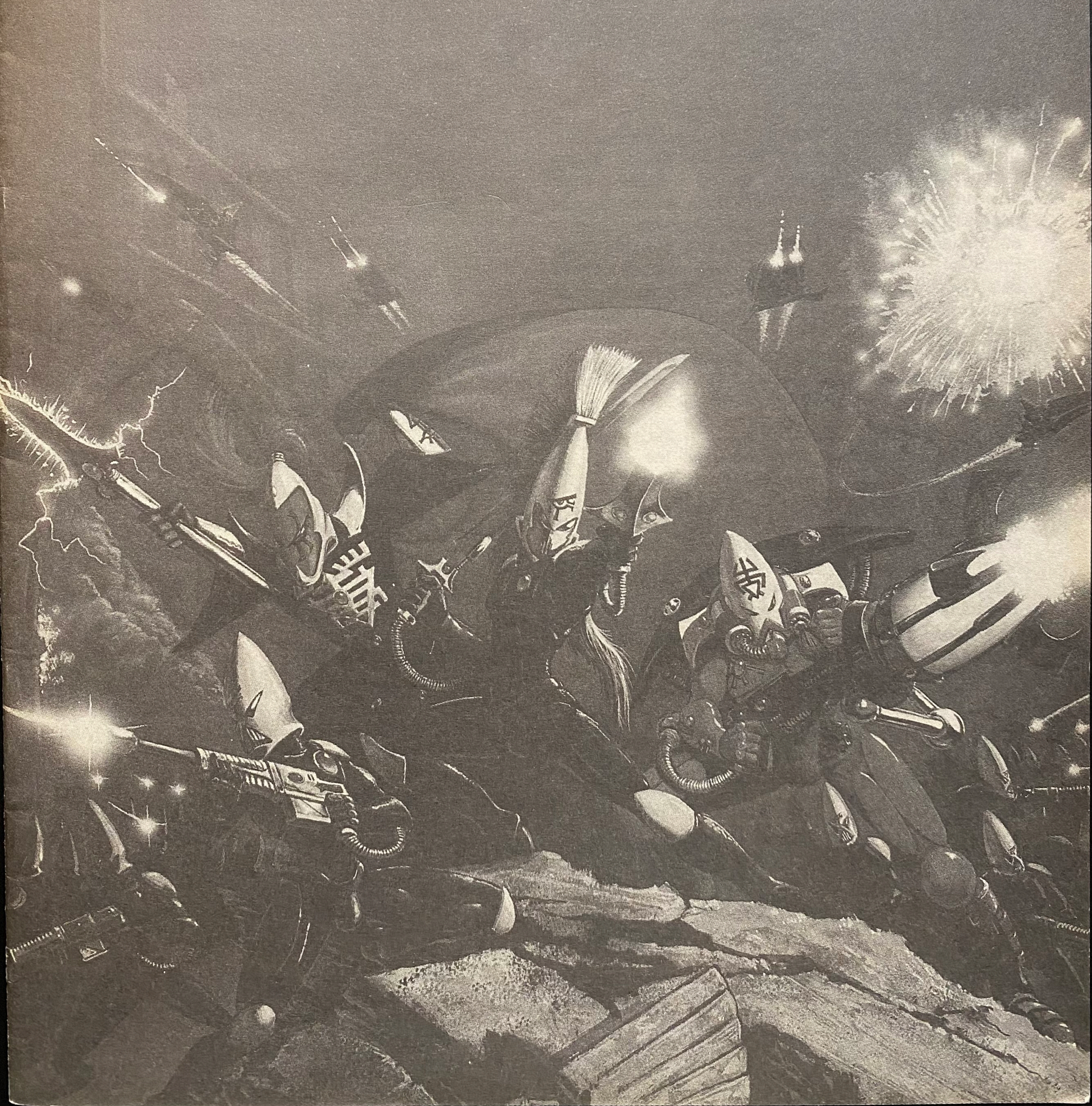
WARHAMMER

EPIC 40,000™

ELDAR® BATTLE HOST



THE ELDAR

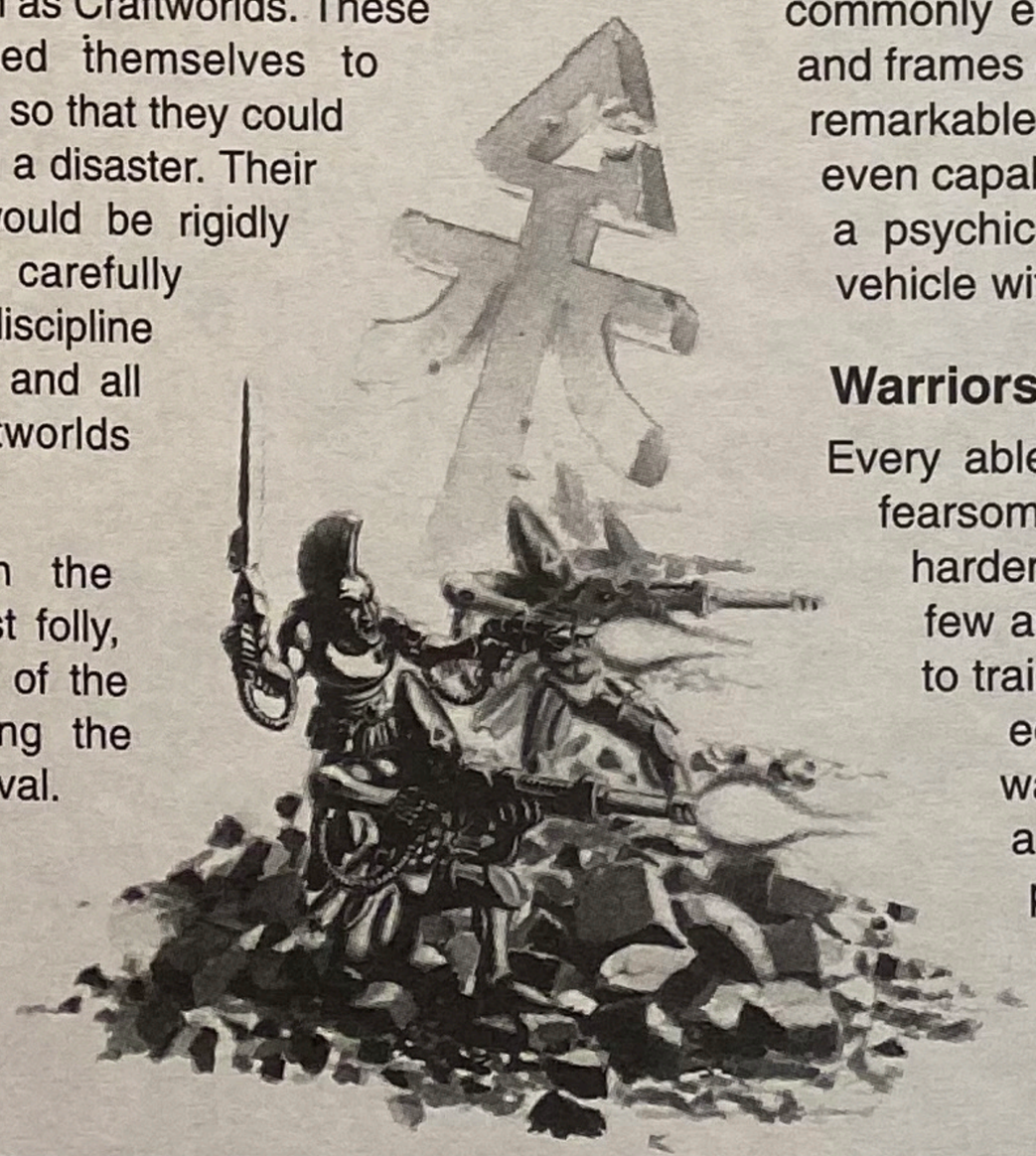
The Eldar are the oldest civilised race in the galaxy. Aeons before mankind took its first tentative steps into space the Eldar had established a golden, pan-galactic empire. Over thousands of years, Eldar technology and culture had evolved to its highest pinnacle. Nothing was beyond their reach. However, even as they harvested the fruits of their success, the seeds of their doom were sown. With no fresh challenges to face or enemies to overcome, many Eldar became bored with what they perceived as simple pleasures. In an effort to lift their ennui they devised ever more debauched forms of entertainment, and although they did not know it at the time, they damned their race forever.

The Doom of the Eldar

At the height of their madness, as blood ran in the streets of the great cities and the populace revelled in the suffering of others, the Eldar fuelled a great psychic maelstrom which incited them to even greater acts of depravity. From the turmoil emerged Slaanesh, youngest and hungriest of the Chaos Powers. With the birth of the Prince of Pleasure, the psychic wave collapsed into a cataclysmic backlash which turned the Eldar homeworlds into a roiling hellstorm of pure Chaos. Most of the Eldar race died immediately, their death screams serving as food for the rapidly growing god. Others were even less fortunate and became something else entirely: not Eldar, not daemon, not truly mortal.

Very few survived, those that did were the far-sighted ones who had turned their backs on the self-destructive urges of their race and left in their great world-ships known as Craftworlds. These Craftworld Eldar forced themselves to accept a harsh regimen so that they could never again suffer such a disaster. Their passions and urges would be rigidly constrained and carefully controlled. This act of discipline is known as The Path and all Eldar from the Craftworlds follow it to this day.

Every Eldar lives in the knowledge of their past folly, and is painfully aware of the consequences of losing the constant battle for survival. Worse things than death and oblivion await the bright souls of the Eldar.



The Eldar at War

Usually the Eldar will go to war when the Farseers of the Craftworld have determined that this is the best course of action. The Farseers are constantly analysing the future and trying to steer their race along the safest road. Occasionally, their auguries will indicate a nodal point where action must be taken to alter the probabilities for the future. Eldar attacks often appear random to humans, but there is a deep and overriding logic to each one.

The prime tenet of Eldar tactics is speed. They simply do not have the numbers to fight massive campaigns as the Imperium do. Instead they must rely on lightning strikes and surgically precise raids to divide their foes and achieve their objectives. If the Eldar get bogged down in a battle of attrition they are almost certain to lose. High mobility and concentrated firepower enable them to crush their foes at strategic points and conquer without wasting time or resources. For this reason most Eldar vehicles are significantly lighter than human equivalents; heavy armour has been sacrificed for speed and manoeuvrability.

Although their way of life has changed drastically, the Eldar remain the most technologically advanced race in the galaxy. Where the tanks of other races lumber slowly across the ground, those of the Eldar are sleek hovering machines that dart and strike like dragonflies. Weaponry, from the side arm of a warrior to the mighty batteries of the great war engines, is far more efficient and lethally effective than Imperial equivalents.

Uniquely amongst the races of the forty-first millennium, the Eldar utilise psycho-plastics, of which the most commonly encountered is called wraithbone. The hulls and frames of most Eldar vehicles are created from this remarkable substance which is highly resilient and is even capable of healing itself over time. It also acts as a psychic conduit which links up the crew of the vehicle with the dead souls of departed warriors.

Warriors of the Eldar

Every able-bodied Éldar has his place in war. The fearsome Aspect Warriors form an elite cadre of hardened and highly skilled fighters, but they are few and every Eldar, male or female, is required to train as a Guardian. These Guardians are well equipped, well trained and highly motivated warriors. Although they fulfil the basic role of a citizen levy, the Eldar consider them too precious to be used as mere cannon fodder. Guardians may serve as simple infantry or they may act as crew for the many and varied Eldar war machines.

Particularly powerful Eldar may fight alongside squads as individuals, augmenting the combat abilities of their fellows with their own unique skills. Warlocks are psykers who have studied war in its many forms and bend their potential towards combat. Exarchs are Aspect Warriors who have become trapped on their Path. Unable to leave their Aspect, they constantly hone their combat abilities to supernatural levels of skill.

Because the Eldar are so few, even their dead must fight. Every Eldar carries a large crystal called a spirit stone over his heart. When he dies, his soul will enter this gemstone and be preserved. Without this soul-vessel the spirit of the Eldar would be drawn to the warp where it would be consumed utterly by Slaanesh. In times of need, the spirit stones will be implanted into the war vessels of the Eldar where they will complement the living crew or, in the case of the Wraithguard and Dreadnoughts, act as the sole pilot for the war machine. The largest Eldar war engines such as the mighty Phantom Titans may carry dozens of these spirit stones. These are regarded by the living as fellow crewmen and their loss is mourned as much as the death of a friend.

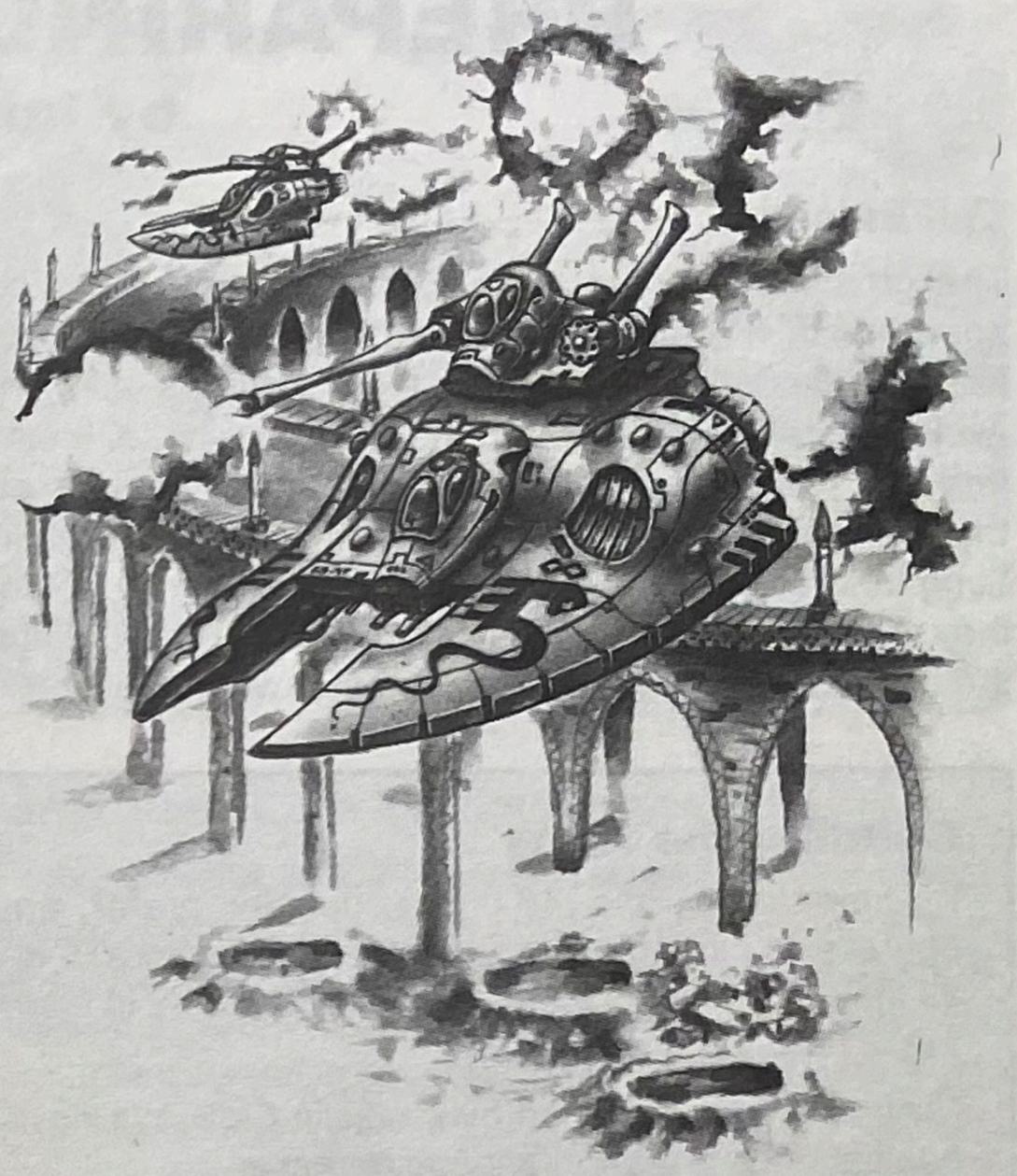
The Eldar do not fight to conquer, but to survive. Inevitably however, they will lose. Then the universe will be a darker place and Chaos will have won its greatest victory.

Vehicles – Swift Death

Eldar vehicles follow the doctrine of speed combined with deadly firepower. Their Wraithbone hulls are resilient, but it is in their speed and anti-gravitic motors that their greatest strength lies. The standard grav tank of any War Host is the Falcon. Its turret and hull-mounted weaponry can punch a hole through most armour and it has the capacity to transport a squad of Guardians or Aspect Warriors into the heart of a conflict. The Wave Serpent is a more dedicated troop carrier which is surrounded by a shimmering energy field. This wards off enemy attacks before it is pulsed forward to smash aside tanks and scatter infantry squads as a prelude to the Wave Serpent disgorging its own cargo of warriors.

The Eldar can take even more specialised vehicles to war, such as the Night Spinner and Fire Prism. The Night Spinner propels a cloud of lethal monofilament webs into the air. As they drift down, the enemy must scatter lest they be caught in a mist of wires that slice through armour and flesh with equal ease.

The Fire Prism's sophisticated cannon gathers energy through a crystal prism, then focuses and unleashes this power in a series of devastating blasts. Sophisticated sensor and tracking arrays allow the Fire Prism to blast opposing flyers out of the sky, making it as great a threat for airborne foes as ground based troops.



The swiftest of the Eldar vehicles are the small but deadly Jetbikes. With their twin shuriken catapults or shuriken cannon they cut down the foe in swathes. The larger Vyper mounts a powerful heavy weapon, giving Jetbike squadrons a long range punch against even the toughest enemies. The speed of Jetbikes and Vypers allows them to foray deep into enemy territory, capturing objectives and threatening the rear of the opposing army.

Eldar Special Rules

The following special rules apply to Eldar armies because of their unique character and limited resources.

A Dying Race: The Eldar are not a numerous people and every loss in battle brings them a step closer to extinction. Wherever possible they must recover the spirit stones of the fallen to place in their Craftworld's infinity matrix.

The Eldar must deduct the morale value of any detachments reduced to half strength from their army morale as normal. In addition, if a detachment is wiped out (or if a war engine is wrecked or destroyed) the Eldar army morale is reduced by an additional D3 points to represent the fact that the spirit stones are lost forever.

Detachment Cards: Eldar detachments are smaller than those of other races because of their desperate lack of numbers. To illustrate this Eldar Detachment cards are slightly different from the standard ones.

Strategy Rating: Eldar have a strategy rating of 5.

PREPARING FOR BATTLE

by Iain Compton

The Eldar

The greatest weapon of the Eldar is speed. They can appear with the suddenness and fury of a thunderbolt, without warning, often before the defenders are even aware of their presence. And then they are gone, leaving only the shattered wrecks of lumbering war engines and the bodies of their foes as proof that they were ever there. Long before any retribution can be planned against them they will be far away, poised to strike another foe and raise the banners of ancient gods on another world.

Building the Army

In games of Epic 40,000 I usually prefer an aggressive strategy. The Eldar are well suited to this as they have a lot of fast vehicles and infantry to take the fight to the enemy.

My infantry are provided by a plastic Eldar Warhost box set. This gives me enough to make:

7 Guardian units (enough for three squads of two units and one spare which I will use as the basis for a Farseer unit.)

5 Aspect units (1 Howling Banshee squad, 1 Striking Scorpion squad, 1 Warp Spider squad, 1 Swooping Hawks squad, and 1 Dark Reapers squad.)

1 Wraithguard unit

1 Scout unit

2 Jetbike units (enough for one or two squads)

2 Warlocks

2 Exarchs

1 Farseer

I will also have a few spare models which I can either use to expand my army later, or to make conversions. To give me some hard-hitting tanks and other vehicles, I turned to the blister packs of metal miniatures. After much deliberation I chose:

1 Avatar
1 Farseer Falcon grav tank
1 Farseer Vyper Jetbike
1 Cobra super heavy grav tank
1 Scorpion super heavy grav tank
6 Falcon grav tanks
2 Wave Serpents
4 Vyper Jetbikes
3 Fire Prisms
2 Night Spinners

Choosing the Battle Host

Before I chose this army I thought carefully about the sort of force that I wanted to build. Did I want an assault force, or would it be better to concentrate on long range firepower? As Epic 40,000 is such a diverse game with a lot of different scenarios to fight, it is very difficult to come up with an army that will do well in all of them. I have designed this force to be very much an assault force with a few of the potent Eldar war engines to provide some really heavy firepower. This is my favourite way of fighting a battle. Assaults and firefights are the most exciting points in any Epic 40,000 battle and can really hammer home a victory.

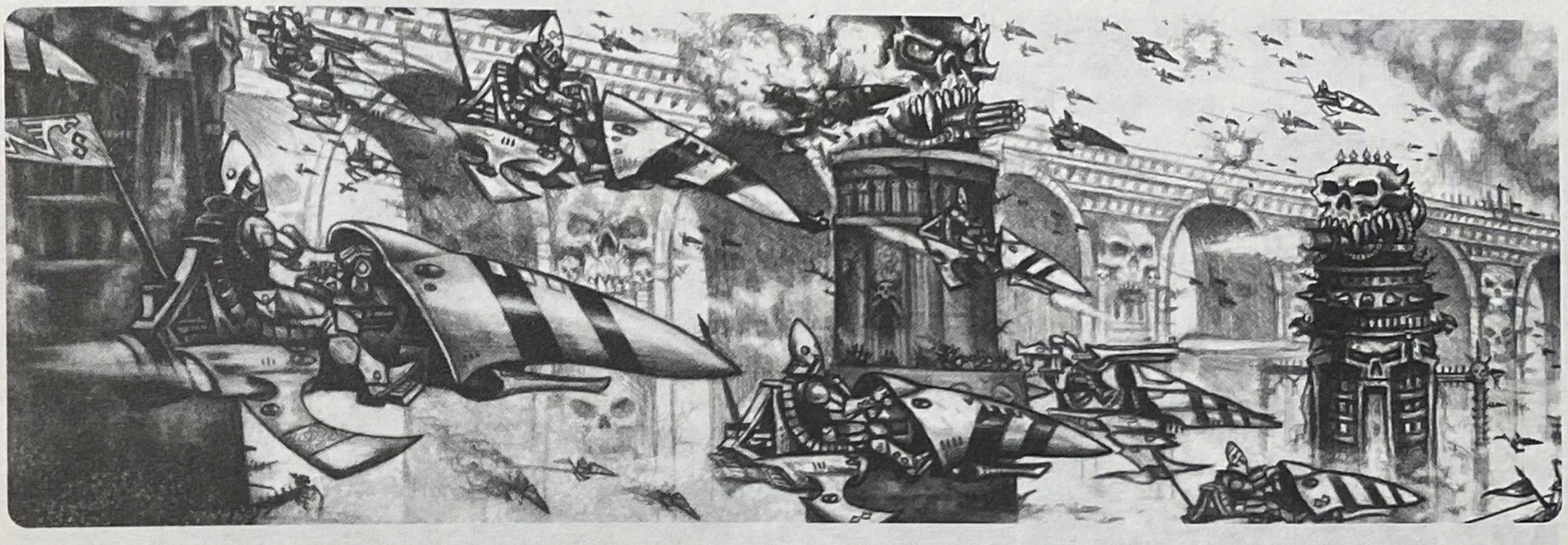
Before you start filling in any detachment cards it is best to rough out your detachments on a spare piece of paper. This means that you only need to fill in a card after you've achieved the final mix of troops you want, saving lots of time, energy and detachment cards!

Storm Raiders – The First Detachment

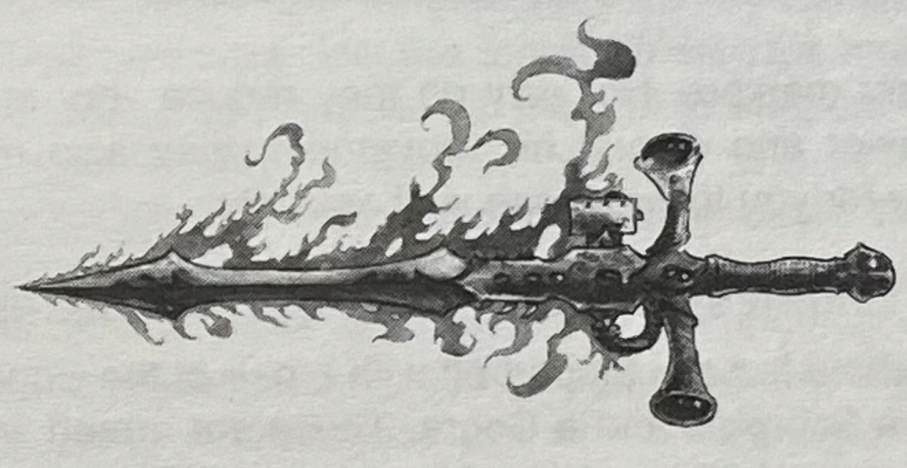
I named my first Warhost the Storm Raiders. This was going to be a fast moving detachment able to sweep around the battlefield to attack exposed enemy flanks or isolated detachments. This speed would also enable me to choose the combats I fought – an important ability as Eldar detachments are generally smaller than those of other armies and can be easily overwhelmed.

In an assault or firefight, psykers really come into their own, and can make the difference between winning and losing. With this in mind I decided to take two in this detachment, a Farseer as the detachment commander and a Warlock accompanied by the formidable Aspect Warriors.

Every detachment must have a leader. The unit type may vary from detachment to detachment, but it will always be the one which is highest up the chain of command. I like to have a characterful commander and as the Farseer was the highest entry on the chain of command box, I was happy to make him the HQ unit (paying the extra +25 points as usual). With the leader out of the way, I could now start to choose the rest of the Warhost: up to five choices from the Main Forces section of the army list. As I wanted this to be a fast detachment, my first choice was easy. Guardians on Jetbikes are one of my favourite troop types in both Epic and Warhammer 40,000 so I took two squads of these. Aspect Warriors are amongst the best assault troops in the universe so I also took two units of these, both equipped with jump packs. One squad



includes an Exarch, while the second includes the Warlock mentioned above. Exarchs are powerful characters that significantly bolster the combat abilities of the Aspect Warrior squad they lead.



At this point it may be useful to recap on the way in which squad upgrades work. If you take a look at the detachment list in the Armies Book, you will see that Aspect Warrior squads have a number of options below the main entry. All Aspect Warriors in Epic 40,000 have the same basic stat line. By using the upgrades available, you can create more focussed squads or units which fulfil a particular role. Each of the upgrades gives the squad a special ability. An Exarch gives a squad the *Assault* ability, the Warlock gives the squad the *Psyker* ability, while, not surprisingly, the jump pack upgrade means that the squad gets the *Jump Pack* ability. The actual stat line of the unit changes slightly (+1 assault for the Exarch, and double move for both squads). They are still normal Aspect Warriors, but now they enjoy some extra bonuses. The Guardians have been dealt with in a very similar way, although in their case, by upgrading them to Jetbikes, I have actually changed their whole stat line.

For each choice from the Main Force section, the detachment list allows me to choose one unit from the support section. As I had only taken four squads for the Main Force, I was limited to a maximum of four units from the Support section. Again the choice was based on my favourite vehicles in Warhammer 40,000: Vypers! These are as fast as the Jetbikes, but they have a longer range.

Flame Host – The Second Detachment

By contrast, the second Warhost is very much a ranged combat detachment. I actually made this unit up backwards. I knew that I wanted to include some of the uniquely powerful Eldar grav tanks, so I chose those first. Although everything is vehicle-mounted just as in the Storm Raiders, the vehicles are designed to pound the foe from a distance. Night Spinners disrupt enemy movement by laying down clouds of lethal monofilament web, while the Fire Prism channels awesome energies through a massive crystal to blast apart even heavy tanks. The Fire Prism also incorporates sophisticated targeting devices which allow it to shoot down flyers, making it one of the most versatile vehicles in the game. As I had taken five tanks from the support section of the detachment list, I would have to choose the full complement of five squads from the main force. Otherwise I would have to put some of the tanks back! To complement the long ranged tanks, I also took a unit of Aspect Warriors with heavy weapons, these work perfectly in a detachment of this type.

All of these tanks are protected by a large force of Guardians. These are the cheapest troops in the Eldar army and in a firefight they are better than Aspect Warriors or even Space Marines! All three squads are mounted in Falcons, which are the standard troop transport and combat vehicles of the Craftworld legions. The fourth squad is a single unit of Scouts. These shadowy infiltrators can operate farther from the detachment HQ than other units, making them very versatile.

"What do I need to suppress this rebellion, my Lord? Well, a handful of those Aspect Warriors would do it. Failing that a company of battle tanks."

Imperial Commander Rovad Dimaer prior to his secondment to the Penal Legions.

Once again I chose a Farseer to lead this detachment. He rides in his own distinctively marked Falcon as befits his rank.

Blood Host – The Supreme Commander

After choosing two large detachments, I decided to add a Supreme Commander to lead this force into battle. Supreme Commanders are particularly useful if you are planning on an assaulting strategy. If he is personally involved in the assault, then you can re-roll the dice if you want to. His presence also inspires all friendly detachments close to him: they count as *Stubborn* and can therefore re-roll any Leadership tests that are required.

When it comes to inspiring leaders, no other army can boast a commander as inspirational as the embodiment of a god! The Avatar was the only choice for me, he is just too hard to leave out. His bodyguard of Aspect Warriors includes one stand with a Warlock for psychic support and another with an Exarch to really maximise their killing potential. Finally a Wraithguard stand provides both excellent assaulting ability and point-blank anti-tank destruction. Of course, all this destructive power will count for nothing if it cannot get close enough to the enemy. To provide the vital transport, I have included two Wave Serpents which are capable of carrying the whole detachment between them.

At first glance Wave Serpents with their *Disrupt* ability may not seem quite as good as a Falcon. After all, they don't actually destroy units, you just roll a dice and on a 4 or more the enemy detachment gains a blast marker. However, you should never underestimate the usefulness of blast markers. Not only do they reduce your enemy's firepower and disrupt his movement, they also make it easier for you to win those vital assaults.

War Engines of Vaul – The Fourth Detachment

The whole force is topped off with a pair of the Engines of Vaul: a Scorpion and a Cobra. These are armed with the same devastating weapons found on the Phantom Titan, but mounted on a grav tank hull.

I put the Engines of Vaul together in one detachment as they are fairly fragile by war engine standards. As they only have 4 damage points each, they would normally be reduced to half strength when 2 damage points had been lost. By combining them into one detachment, 4 damage points in total must be lost before the detachment is reduced to half strength. When a detachment drops below half strength, the Army Morale drops. If it ever drops to zero then you lose the game. Obviously you want to make your army as resilient as possible otherwise your Army Morale will just plummet, and making detachments as large as you can helps a lot here. With normal detachments, you count the number of units to work out the half-strength of the detachment. However, when you are dealing with war engines you add up the total number of damage points in the whole detachment, in this case 8.

Note also that the Engines of Vaul do not have a special commander as all the other detachments in this force do. Instead, one of the super heavy grav tanks (you can decide which) becomes the detachment HQ. In their case you do not have to pay any extra points for this as you would for other detachments. They are quite expensive enough already!

THE ART OF WAR

The army contained in this box makes an excellent start for an Epic 40,000 Eldar army. Used by itself it is particularly suited to a fast attack role. Few foes will be able to stand against it in an assault or firefight.

Obviously your tactics will depend very much upon the scenario that you are playing. However, there are a few ideas that will remain broadly true in most circumstances. The Storm Raiders should be used to assault the enemy. They have been carefully chosen to be a very fast moving detachment and everything in the detachment is either riding on a Jetbike or equipped with jump packs. At close quarters they will prove devastating.

It might seem that all you need to do with the Avatar is point him at the enemy and watch the carnage. In reality you will need to be quite careful with him. As his is such a small detachment, it will feel the effects of blast markers far more acutely, and they are very vulnerable to being mobbed by larger enemy detachments. My advice is to keep them well back until the Storm Raiders are making a pivotal assault and then zoom them in to support. If you place them carefully you may be able to prevent the enemy detachment from retreating far enough, thereby destroying it automatically. Another useful tactic is to use them to assault Titans and other large war engines. As the whole detachment has a very high Assault value, they can take on even these behemoths of the battlefield with a good chance of success. A final word of warning: never, ever allow the enemy to engage you in a firefight. This is the one huge, glaring weakness of this detachment, and you must be on your guard against it.

The two super heavy tanks are something of an exception to the rest of the army. They will be lucky to come out on top in an assault, but they are superb at long range. Use their mobility to keep them away from large enemy detachments and don't waste their weaponry on lesser targets. The Cobra is easily capable of mauling the heaviest Titan while the Scorpion can smash tank companies or cripple unshielded war engines.

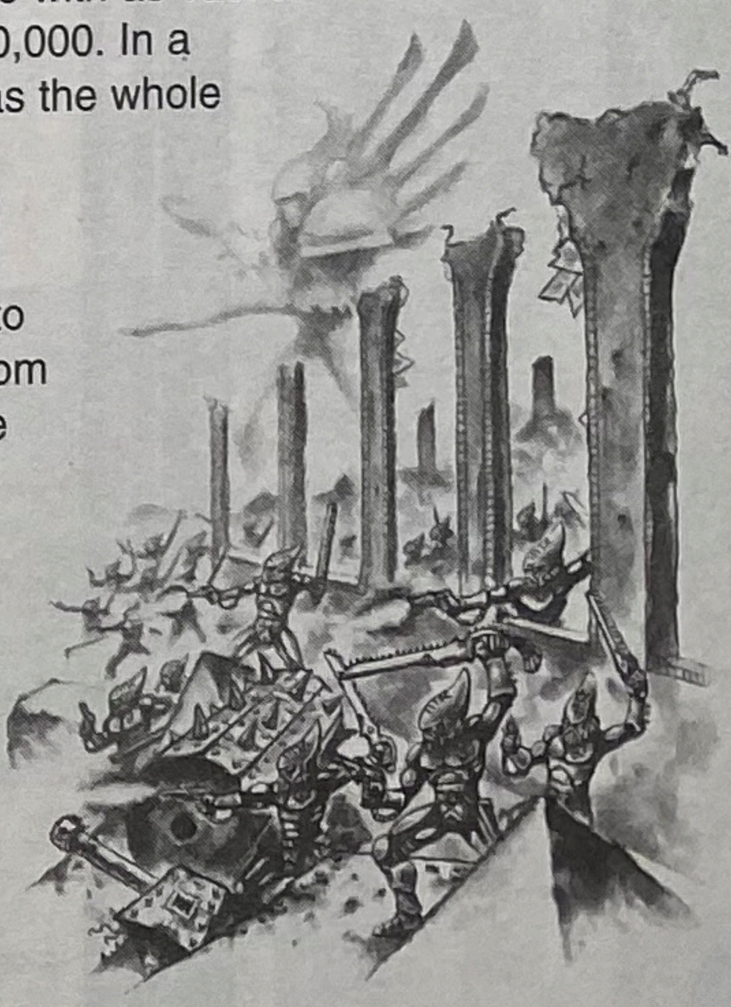
Finally we come to the Flame Host. This is another large Warhost, but it is far more flexible than the Storm Raiders. The vehicles are primarily designed for ranged combat of course, and the hordes of Guardians are a lot better at shooting than they are at assaulting. However, as a large detachment they can be used successfully in a firefight or even an assault where their numbers and high firepower can swing the balance for them. Usually you will want to put them on special orders. This way the Fire Prisms can use their *Flak* ability to shoot down enemy flyers that stray too close whilst the Night Spinners and all of the Guardians and Falcons count as being on overwatch which makes them lethally accurate! Although the Guardians don't have a great range, they pack enough firepower between them to keep all but the most reckless foe away from the detachment.

Expanding the Army

A good size for an Epic 40,000 army is around 2,000 points. This will give you enough troops to fight a battle that will take most of an evening to play. To expand on the army contained in this box, a good start would be to add one or two more of the plastic Eldar Warhost boxes. This will allow you to field detachments for a number of different roles and begin to tailor your army to suit your own taste. For example, you could field an all Jetbike detachment or an Aspect Warrior detachment. With more Warhost boxes a detachment of Harlequins also becomes possible and by having some Harlequins on Jetbikes with others mounted in Wave Serpents you could create quite a large detachment with as few as two boxes.

Of course, the Eldar do not only fight their wars on the ground. Their flyers are more than a match for the ungainly aircraft of other races. Nightwings are consummate interceptors, they are highly manoeuvrable and can often pick off heavier craft before they can react. Phoenix bombers and Vampire raiders make a potent strafing force, more than capable of demolishing anything that they pounce on. I would definitely take at least one detachment of four or five Nightwings with perhaps a second, smaller detachment of Phoenix bombers as part of my expansion of this army.

Ultimately, your own army will grow according to the way that you like to play battles, the scenarios you fight and the opposition that you find yourself up against. This sort of experimenting with tactics and troops is all part of the fun of any strategy game and particularly in one with as vast a scope as Epic 40,000. In a setting as wide as the whole galaxy, a host of challenges await you. Will you fall with the Eldar into their ultimate doom or will you be the herald of a new dawn for the oldest civilisation of the forty-first millennium? What are you waiting for, the universe awaits!



ELDAR®
DETACHMENT CARD

DETACHMENT NAME	FLAME HOST
DETACHMENT TYPE	ELDAR WAR HOST
PSYKER	
COMMANDER	FARSEER ARALLAIRE RIDING IN A FALCON

POINT COST
104

WARHAMMER EPIC 40,000®

RESERVE SPEED	15
HALF STRENGTH	10
MORALE VALUE	11
TOTAL POINT COST	535

ELDAR DETACHMENT MAIN FORCE	POINT COST
1 SCOUT SQUAD (1 UNIT)	10
2 GUARDIAN SQUAD (2 UNITS) RIDING IN 2 FALCONS	74
3 GUARDIAN SQUAD (2 UNITS) RIDING IN 2 FALCONS	74
4 GUARDIAN SQUAD (1 UNIT) RIDING IN A FALCON	37
5 DARK REAPER ASPECT WARRIOR SQUAD RIDING IN A FALCON	49

ELDAR DETACHMENT SUPPORT	POINT COST
1 FIRE PRISM	35
2 FIRE PRISM	35
3 FIRE PRISM	35
4 NIGHT SPINNER	41
5 NIGHT SPINNER	41

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
FARSEER	15CM	15CM	2	1	3+	HERO, PSYKER
SCOUTS	15CM	15CM	1	1	4+	INFILTRATORS
FALCONS	30CM	45CM	2	1	5+	SKIMMER, TRANSPORT(1)
GUARDIANS	15CM	15CM	2	1	3+	
ASPECT WARRIORS	15CM	15CM	1	4	4+	HEAVY WEAPONS

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
FIRE PRISM	30CM	45CM	ANTI-TANK	1	5+	SKIMMER, FLAK
NIGHT SPINNER	30CM	90CM	DISRUPT	1	5+	SKIMMER, ARTILLERY

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ELDAR®
DETACHMENT CARD

DETACHMENT NAME	STORM RAIDERS
DETACHMENT TYPE	ELDAR WAR HOST
PSYKER	
COMMANDER	FARSEER CARADHRYEL EL'NQUA RIDING ON A VYPER

POINT COST
90

WARHAMMER EPIC 40,000®

RESERVE SPEED	30
HALF STRENGTH	5
MORALE VALUE	5
TOTAL POINT COST	247

ELDAR DETACHMENT MAIN FORCE	POINT COST
1 GUARDIAN JETBIKES (1 UNIT)	15
2 GUARDIAN JETBIKES (1 UNIT)	15
3 SWOOPING HAWK ASPECT WARRIOR SQUAD WITH AN EXARCH	15
4 WARP SPIDER ASPECT WARRIOR SQUAD WITH WARLOCK KALLIATH	24
5	

ELDAR DETACHMENT SUPPORT	POINT COST
1 VYPER	22
2 VYPER	22
3 VYPER	22
4 VYPER	22
5	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
FARSEER ON VYPER	40CM	30CM	2	1	4+	HERO, PSYKER, SKIMMER
JETBIKES	40CM	15CM	2	1	4+	SKIMMER
ASPECT WARRIORS WITH EXARCH	15CM	15CM	1	4	4+	ASSAULT, JUMP PACKS
ASPECT WARRIORS WITH WARLOCK	15CM	15CM	1	4	4+	PSYKER, JUMP PACKS

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
VYPER	40CM	30CM	2	1	4+	SKIMMER

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ELDAR®
DETACHMENT CARD

DETACHMENT NAME	VENOM HOST
DETACHMENT TYPE	ENGINES OF VAUL
PSYKER	
COMMANDER	DETACHMENT HQ

WARHAMMER EPIC 40,000®

RESERVE SPEED	20
HALF STRENGTH	4
MORALE VALUE	5
TOTAL POINT COST	220

ELDAR DETACHMENT MAIN FORCE	POINT COST
1 COBRA SUPER HEAVY GRAV TANK	110
2 SCORPION SUPER HEAVY GRAV TANK	110
3	
4	
5	

ELDAR DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
COBRA						SEE DATAFAX
SCORPION						SEE DATAFAX

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

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ELDAR®
DETACHMENT CARD

DETACHMENT NAME	BLOOD HOST
DETACHMENT TYPE	ELDAR COMMANDER
PSYKER	
COMMANDER	AVATAR

	POINT COST
	40

WARHAMMER EPIC 40,000®

RESERVE SPEED	30
HALF STRENGTH	3
MORALE VALUE	3
TOTAL POINT COST	146

ELDAR DETACHMENT MAIN FORCE	POINT COST
1 HOWLING BANSHEE ASPECT WARRIOR SQUAD WITH AN EXARCH IN A WAVE SERPENT	39
2 STRIKING SCORPION ASPECT WARRIOR SQUAD WITH WARLOCK FLIATHAIR	20
3 WRAITHGUARD IN A WAVE SERPENT	47
4	
5	

ELDAR DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
AVATAR	15CM	N/A	0	8	6+	SAVE, RAMPAGE, COMMANDER
ASPECT WARRIORS WITH EXARCH	15CM	15CM	1	4	4+	ASSAULT
ASPECT WARRIORS WITH WARLOCK	15CM	15CM	1	4	4+	PSYKER
WRAITHGUARD	10CM	15CM	ANTI-TANK	3	6+	
WAVE SERPENT	30CM	30CM	DISRUPT	2	6+	SKIMMER, TRANSPORT(2)

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

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ENGINES OF VAUL

The Cobra and Scorpion super heavy grav tanks are amongst the largest vehicles capable of anti-gravitic movement. Their sophisticated weaponry combines with a manoeuvrability unmatched by the super heavy tanks of other races. This makes them some of the deadliest war engines of the 41st millennium, combining the twin ideals of strength and speed.

SPEED	ARMOUR	POWER FIELDS	DAMAGE CAPACITY	ASSAULT	TRANSPORT
20cm (Skimmer)	5+	–	4	4	–

WEAPON TABLE

MAIN WEAPONS (Pick 1)	FIRE ARC	RANGE	FIREPOWER	NOTES
Distort Cannon (Cobra)	Front	45cm	(1)	Roll D6x5. If score equals or beats the target's basic speed, you've hit (a natural 6 is always a hit, a 1 is always a miss). War engines take a single critical hit, ignoring shields. Other targets are destroyed.
Pulsar (Scorpion)	All Round	60cm	D6	D6 anti-tank shots.

SECONDARY WEAPONS	FIRE ARC	RANGE	FIREPOWER	NOTES
Hull Weapons	All Round	30cm	2	–

CRITICAL DAMAGE TABLE

2D6 ROLL	RESULT	DAMAGE	NOTES
2	Emergency Landing	+0 Points	The war engine is immobilised for the rest of the turn.
3	Grav-Drive Damaged	+1 Point	The war engine is immobilised until the Grav-Drive is repaired.
4	Weapons Damaged	+1 Point	All the war engine's weapons are inoperative until repaired.
5	Power Plant Damaged	+1 Point	The war engine is immobilised and its weapons are rendered inoperative until the powerplant is repaired.
6	Grav-Drive Destroyed	+2 Points	The war engine is permanently immobilised.
7-12	Catastrophic Damage	See table below	

CATASTROPHIC DAMAGE TABLE

1D6 ROLL		DAMAGE	NOTES
1-3	Internal Explosions	Wrecked	A series of internal explosions destroys the war engine and kills its crew. The war engine is left a blackened, smoking wreck.
4-5	Weapon Detonation	Destroyed	The war engine's weapons power source explodes, killing the crew and unleashing a blast of raw energy. Roll a D6 to hit any unit within 5cm.
6	Gravitic Implosion	Destroyed	The war engine's drives implode, sucking nearby troops into an energy mælstrom. This causes an automatic hit on any models within 5cm.

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